#### Listing of Claims (including status and amendments):

- 1 1. (Currently amended) A graphical user interface system for
- 2 displaying a plurality of icons to a selected user viewpoint,
- 3 said system further comprising:
- 4 means for depicting a desktop which conceptually provides a
- 5 three-dimensional smooth, rounded surface for said icons, in
- 6 which said three dimensional surface is represented on a two-
- 7 dimensional display device with the icons being oriented to be
- 8 facing the user viewpoint irrespective of position on the
- 9 surface, and
- 10 means for supporting navigation of said desktop by
- 11 simulating a rotation of the desktop in three-dimensional space
- 12 with the size and location of the icons corresponding to their
- 13 respective positions on the surface.
- 1 2. (Currently amended) A graphical user interface system as
- 2 claimed in
- 3 claim 1, in which the desktop is viewed at an apparent distance
- 4 from [a] the user viewpoint and said means for depicting
- 5 includes:
- 6 means for calculating a viewing distance for each of said
- 7 plurality of icons based on the apparent distance and the
- 8 location of the icon on the three-dimensional surface, and

- 9 means for scaling, without distortion, the size of each of
- 10 said plurality of icons by said relevant viewing distance with
- 11 those icons on portions of the surface facing away from the
- 12 desktop not being displayed.
  - 1 3. (Original) A graphical user interface system as claimed in
  - 2 claim 2, further comprising:
  - 3 means for changing the apparent distance between the
  - 4 viewpoint and the desktop.
- . 1 4. (Original) A graphical user interface system as claimed in
  - 2 claim 1, further comprising:
  - 3 an array for storing the position of each of said plurality
  - 4 of icons, in which the position is stored as a two-dimensional
  - 5 co-ordinate relative to the display device.
  - 1 5. (Original) A graphical user interface system as claimed in
  - 2 claim 4, in which the means for supporting navigation comprises:
  - 3 means for determining a new two-dimensional co-ordinate for
- .4 each of said plurality of icons following notation of the
- 5 desktop, and
- 6 means for updating the array accordingly.

- 1 6. (Original) A graphical user interface system as claimed in
- 2 claim 5, in which said means for determining further comprises:
- 3 means for transforming the two-dimensional co-ordinate of
- 4 each of said plurality of icons into a three-dimensional co-
- 5 ordinate;
- 6 means for changing the three-dimensional co-ordinates based
- 7 on the rotation of the desktop, and
- 8 means for transforming the changed three-dimensional co-
- 9 ordinates into a new two-dimensional co-ordinate for each of said
- 10 plurality of icons.
- 1 7. (Previously amended) A graphical user interface system as
- 2 claimed in claim 1, in which an icon is initially added to the
- 3 center of the desktop by default.
- 1 8. (Original) A graphical user interface system as claimed in
- 2 claim 1, in which said means for supporting navigation is
- 3 responsive to dragging the desktop with a pointing device in
- 4 order to rotate the desktop.
- 1 9. (Original) A graphical user interface system as claimed in
- 2 claim 1, in which said means for supporting navigation is
- 3 responsive to dragging an icon beyond the desktop with a pointing
- 4 device in order to rotate the desktop.

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- 1 10. (Original) A graphical user interface system as claimed in
- 2 claim 1, in which said plurality of icons are grouped
- 3 automatically according to pre-determined criteria.
- 1 11. (Original) A graphical user interface system as claimed in
- 2 claim 1, in which said three-dimensional surface is spherical.
- 1 12. (Currently amended) A computer program product for
- 2 displaying a plurality of icons from a user viewpoint, said
- 3 computer program product comprising computer program instructions
- 4 on a computer readable medium, said instructions causing the
- 5 computer to perform the steps of:
- 6 depicting a desktop which conceptually provides a smooth,
- 7 rounded three-dimensional surface for said icons, in which said
- 8 three dimensional surface is represented on a two-dimensional
- 9 display device, and
- 10 supporting navigation of said desktop by simulating a
- 11 rotation of the desktop in three-dimensional space and
- 12 representing the sizing and location of the icons respective of
- 13 the user viewpoint with each icon being sized according to its
- 14 apparent distance from the viewpoint.

- 1 13. (Currently amended) A computer program product as claimed in
- 2 claim 12, in which the desktop is viewed at an apparent distance
- 3 from the user viewpoint and said step of depicting includes the
- 4 steps of:
- 5 calculating a vicwing distance for each of said plurality of
- 6 icons based on the apparent distance and the location of the icon
- 7 on the three-dimensional surface, and
- 8 scaling each of said plurality of icons by said relevant
- 9 viewing distance and arranging each of them in an orientation to
- 10 face the user viewpoint <u>irrespective of position on the surface</u>.
- 1 14. (Original) A computer program product as claimed in claim 13,
- 2 further comprising the step of:
- 3 changing the apparent distance between the viewpoint and the
- 4 desktop.
- 1 15. (Original) A computer program product as claimed in
- 2 claim 12, further comprising:
- 3 an array in memory for storing the position of each of said
- 4 plurality of icons, in which the position is stored as a two-
- 5 dimensional co-ordinate relative to the display device.

- 1 16. (Original) A computer program product as claimed in
- 2 claim 15, in which the step of supporting navigation further
- 3 comprises the steps of:
- 4 determining a new two-dimensional co-ordinate for each of said
- 5 plurality of icons following rotation of the desktop, and
- 6 updating the array accordingly.
- 1 17. (Original) A computer program product as claimed in claim 16,
- 2 in which the step of determining further comprise the steps of:
- 3 transforming the two-dimensional co-ordinate of each of said
- 4 plurality of icons into a three-dimensional co-ordinate;
- 5 changing the three-dimensional co-ordinates based on the
- 6 rotation of the desktop, and
- 7
- 8 transforming the changed three-dimensional co-ordinates into
- 9 a new two-dimensional co-ordinate for each of said plurality of
- 10 icons.
  - 1 18. (Original) A computer program product as claimed in claim 12,
  - 2 in which an icon is initially added to the center of the desktop
- 3 by default.

- 1 19. (Original) A computer program product as claimed in claim 12,
- 2 in which said step of supporting navigation is responsive to
- 3 dragging the desktop with a pointing device in order to rotate
- 4 the desktop.
- 1 20. (Original) A computer program product as claimed in claim 12,
- 2 in which said step of supporting navigation is responsive to
- 3 dragging an icon beyond the desktop with a pointing device in
- 4 order to rotate the desktop.
- 1 21. (Original) A computer program product as claimed in claim 12,
- 2 in which said plurality of icons are grouped automatically
- 3 according to pre-determined criteria.
- 1 22. (Previously amended) A computer program product as claimed in
- 2 claim 12, in which said smooth, rounded three-dimensional surface
- 3 is spherical.